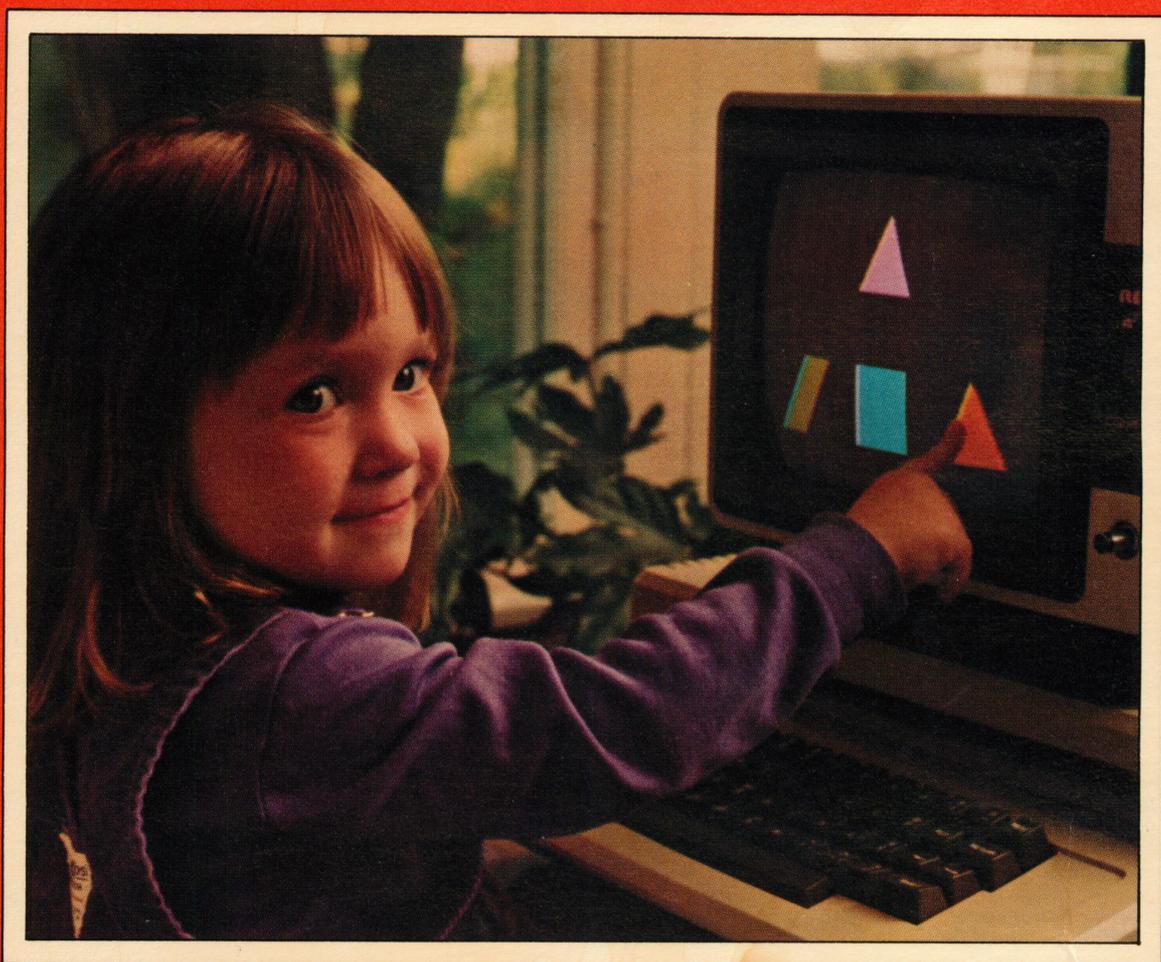


II plus
Apple
IIe

EARLY GAMES MATCHMAKER



READING READINESS GAMES
BY JANE ADOLF AND CHARLES BOODY



counterpoint software inc.
minneapolis minnesota

EARLY GAMES

MATCH

MAKER

by Jane Adolf and Charles Boody

reading readiness games
for young children

Apple //e

to the parents

Matchmaker was created to provide even the youngest preschooler with an enjoyable, educationally sound computer game. Children delight in the feeling of competence that comes from operating the computer independently. Parents can feel confident that their child's time with the computer is a learning experience.

Matchmaker promotes matching, discriminating, and grouping skills. The content used to teach and reinforce these skills varies from game to game. Developing specific abilities in a number of ways enables the child to strengthen important cognitive skills while being exposed to a variety of colors, configurations and exercises. Each game in Matchmaker is sequenced from the easiest to most difficult task and the computer monitors responses in order to move forward through the game or review exercises according to the child's performance. Finally, all exercises are self correcting: the child will know why an answer is right or wrong.

getting started

The Apple II plus and Apple //e disk is self-loading. Simply insert the disk into the drive and turn the computer on.

picture menu

An important feature of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing the games. When you see the picture of the game you wish to play, simply press any key. That begins the game!

It is also possible to select a game by pressing the CONTROL key and the W key simultaneously while in the Picture Menu. A word menu will appear and you can then select the game you wish by pressing the appropriate number.

Press the ESC key to return to the Picture Menu from any game.

matching games

Matching games encourage children to identify the similarities and differences within a group of objects or drawings. Fine tuning discrimination and association abilities make reading acquisition much easier. A child that learns to attend to shape, orientation, and configuration at an early age will have an advantage when faced with decoding letters, words, and symbols at a later age.

There are six matching games: colors, orientation, facial expressions, shapes, reversible letters, and shapes and lines. Children make gross discriminations at the beginning of each game and are challenged with finer discriminations as the game progresses. The level of difficulty is also a function of the number of objects in the array from which matches are chosen.

Each matching game's picture menu sequence visually explains how the game is played. The object to be matched will move automatically above each member of the comparison array. To choose the matching object, simply press any key. The computer will let you know whether or not your response was correct. If an error was made, the program will show you why you were wrong and give you another chance to respond to the same task. Should you continue to have difficulty with the exercise, the computer will illustrate the correct response for you. The computer will automatically return to an easier level if the exercises become too difficult. This allows for both success and review. Once you have mastered the easier levels of the game, press the control and (J) keys simultaneously to jump to more challenging exercises.

commands

Any key selects response

CTRL (J) jumps over the easy part

CTRL (S) allows selection of playing speed

CTRL (L) allows selection of difficulty level

(ESC) key recalls the Picture Menu

grouping games

Grouping exercises call upon discrimination skills and help develop the concept of classifying objects according to common characteristics. Not only must objects be compared on the screen but the child must also deduce what attributes distinguish the sets in order to group them correctly.

There are two categories of grouping games: size and shape. These games are similar to the matching games in format and mode of response. The introduction visually explains how the game is played and the computer will monitor your responses in order to progress forward or review material as is necessary. As you advance through the exercises the grouping tasks become more difficult. As is the case with the matching games, all grouping games are self-correcting.

commands

Any key selects response

CTRL (J) key jumps over the easy part

CTRL (S) allows selection of playing speed

CTRL (L) allows selection of difficulty level

The **(ESC)** recalls the Picture Menu

about the authors

Jane Adolf received her Master of Arts degree in early childhood education from Stanford University. She is currently teaching preschool, training student teachers and instructing courses in early childhood education at the University of Minnesota.

Charles Boody received his Ph.D. in Musicology from the University of Minnesota. He is presently the Systems Analyst Programmer for Hopkins Public Schools.

copyright notice

Copyright © 1983 by Counterpoint Software Inc. All rights reserved worldwide. No part of this publication or included disk, cassette, or cartridge may be transcribed or translated into any human or computer language, in any form or by any means without the express written permission of the publisher.

limited warranty

The manufacturer warrants this software product against defects in manufacturing for a period of thirty days following purchase.

If, during that period, you cannot properly load the program, you may return it to the manufacturer for a replacement disk. After thirty days a replacement disk can be obtained by sending the original disk and \$5.00 to the publisher.

This warranty does not apply if the product has been damaged by abuse or modification.

The manufacturer does not warrant the suitability of the software, and is not responsible for any incidental or consequential damages caused by use of the same. In any case, the manufacturer's liability is limited to only the purchase price of the software.



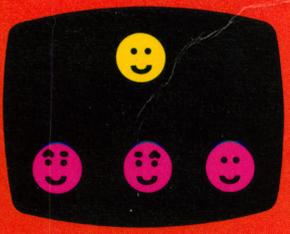
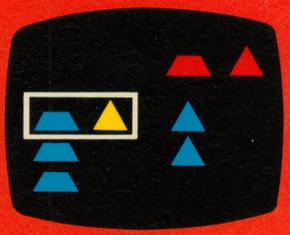
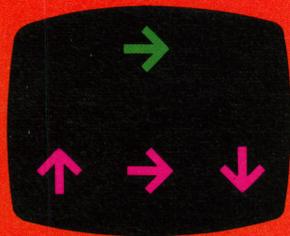
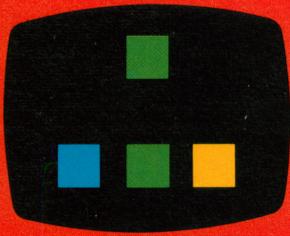
counterpoint software, inc.

4005 west sixty-fifth street • minneapolis, mn 55435
(612) 926-7888 • (800) 328-1223

EARLY GAMES

MATCHMAKER

FOR CHILDREN AGES 2 TO 6



Matchmaker playfully guides children through a series of discrimination games involving colors, shapes, sizes, and directions. Musical sounds combine with colorful graphics to help children understand why their responses are right or wrong. The games play so easily even two year olds do not require any adult assistance! Matching games are fun, and these help children prepare to learn how to read.

